

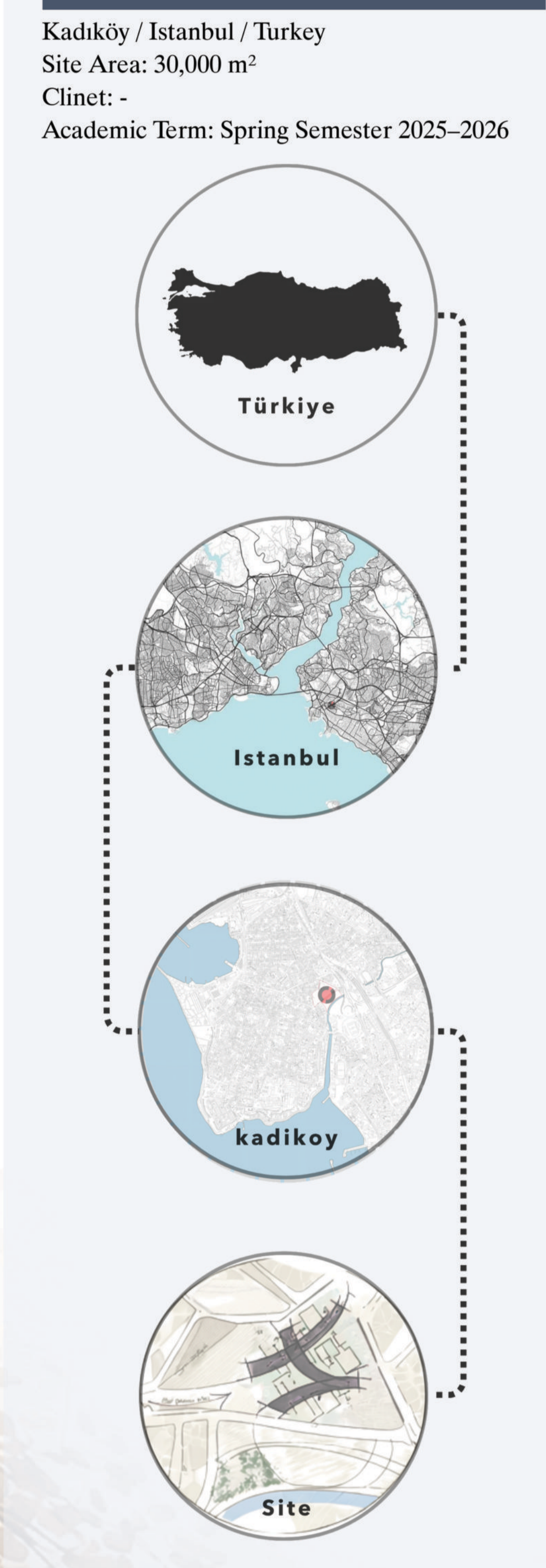
Site Spatial Logic of Interaction: From Grid to Collective Living:



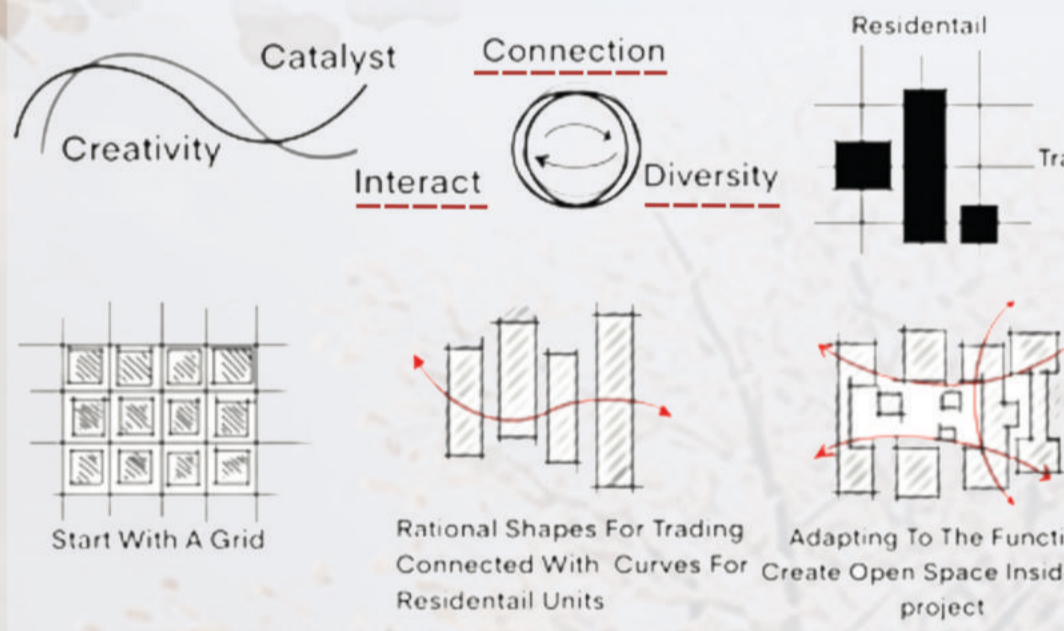
Concept Generation:

- 1. SITE & GRID**
Establishing a Basic Grid Based on the Site.
- 2. CURVED PATHS**
Introducing Curved Pavement to Guide Movement.
- 3. INTERSECTIONS**
Creating Intersections Between Grid and Curves.
- 4. COMMUNITY SPACES**
Intersections Become Plazas and Gathering Spaces.
- 5. FINAL CONCEPT**
Balanced Integration of Commerce, Movement, and Community

Location:



Design Objectives:



THE CONCEPT IS BASED ON USING GRIDS FOR COMMERCIAL AREAS, CURVED PAVEMENT TO GUIDE MOVEMENT TOWARD ENTRANCES, AND THE INTERSECTION OF GRIDS AND CURVES TO CREATE VIBRANT COMMUNITY SPACES.

- 1. GRID FOR COMMERCIAL AREAS**
THE GRID CREATES FLEXIBLE AND EFFICIENT SPACES FOR SHOPS AND TRADING ACTIVITIES. IT PROVIDES CLARITY, ORDER AND EASY ORGANIZATION OF COMMERCIAL UNITS.
- 2. CURVED PAVEMENT FOR DIRECTION**
THE CURVED PAVEMENT LEADS PEOPLE NATURALLY TOWARD THE ENTRANCES AND IMPORTANT DESTINATIONS. IT CREATES FLOW, MOVEMENT AND A SENSE OF DISCOVERY.
- 3. INTERSECTION AS COMMUNITY SPACES**
WHERE THE GRID MEETS THE CURVES, SPACES ARE FORMED AS PLAZAS, GATHERING AREAS AND COMMUNITY SPACES THAT ENCOURAGE INTERACTION AND SOCIAL LIFE.

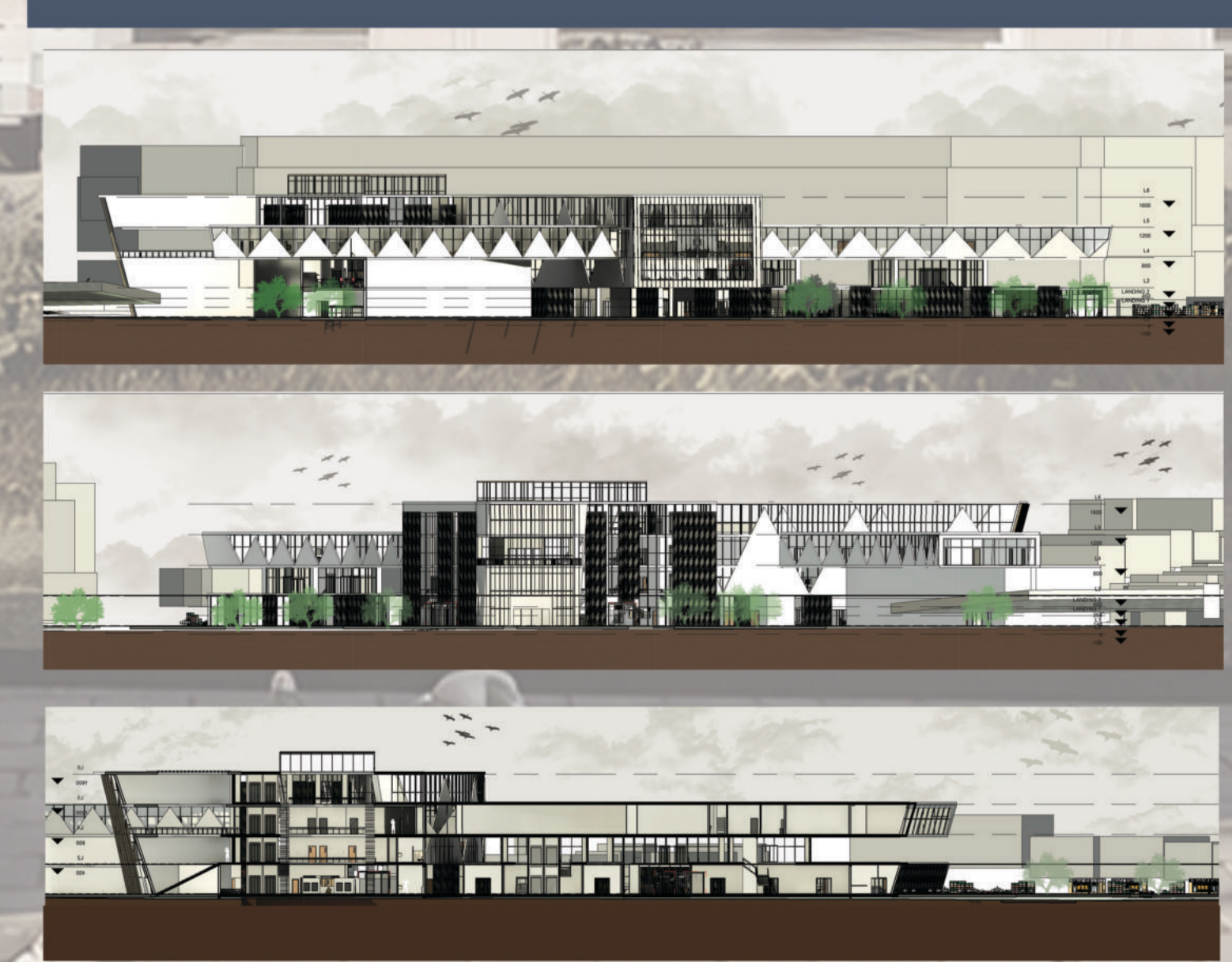
Isometric Diagrams Of Different Units Within the Project:



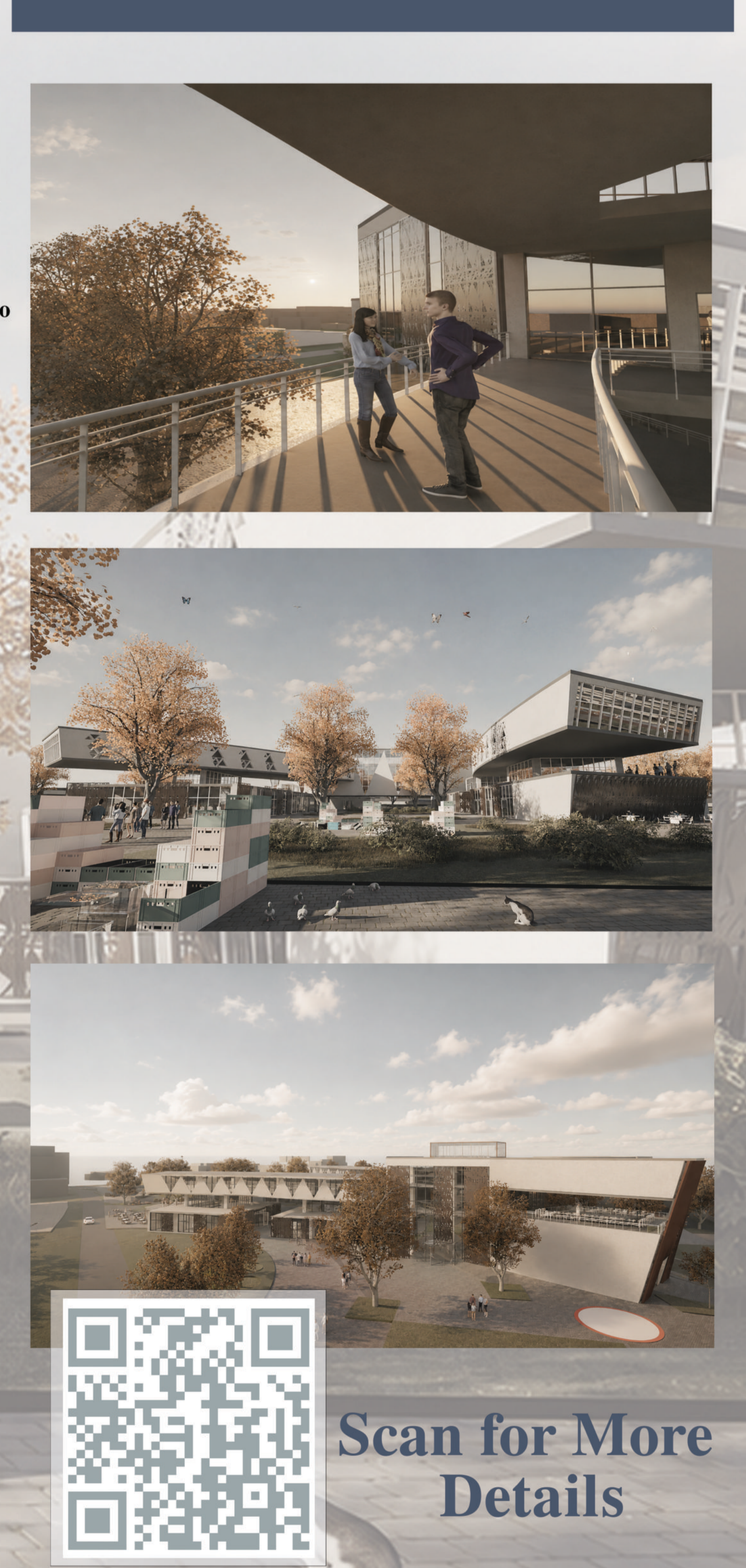
Sections:



Elevations:



Renders:



Scan for More Details